

012a6af0-0

Comanche

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WRITTEN BY	Comanche	April 13, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

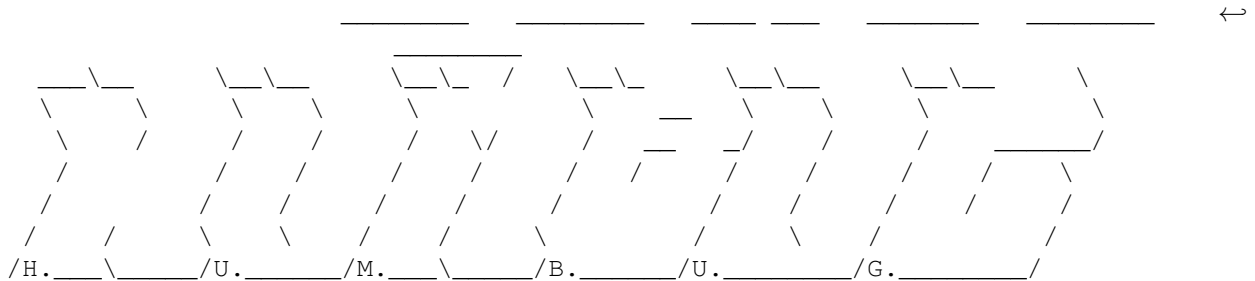
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Chapter 1

012a6af0-0

1.1 LightView



- m - i - m - e - t - i - c - s -
 LightView v1.0
 (c) 1998 Humbug Mimetics
 ieðeâîä íà ðóññêèé ÿçûê îñóùeñòâëeí Bedazzle

Àâòîðñêèè ìðààà

Ââeäeíèè

Òðeáíâàíèÿ è ñèñòeie

Âîçìíæíîðè

Èñííèëüçíâàíèè

Îøeáèè è íãðàíè\$÷div\$eíèÿ

Àâòîðù

Áóäóèè

Ðeäèñòðàòèÿ

1.2 Àâòîðñêèè ìðààà

\$VER: "AFD-COPYRIGHT"(TM) English Version 1.2 (27.10.96)

```

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    / / / /
   / / / /
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  \ / / / /
   "" ""

*====*
*      Standard Amiga FD-Software      *
*      Copyright Note (TM)            *
*====*
*
*      Version 1.2 - English           *
*      27-Oct-1996                    *
*
*====*
      / / / /
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   "" ""

```

0. INTRODUCTION =====

If you are a user I hope you like this Standard Copyright Note for Freely Distributable Amiga® Software you only have to read once instead of individual notes. There are translated versions of this document available on Aminet® named:

/pub/aminet/docs/misc/AFD-Files1-xx.lha (xx = number of languages).

If you are a software developer and want to include this document in your own FD package then please read it carefully first, especially chapter 5 "DEVELOPERS INFORMATION". Thank you for your support.

1. COPYRIGHT =====

- a. This software is copyrighted by its developer(s). That means that you are NOT ALLOWED to modify the program(s) and documentation in any way. Especially you MUST NOT REMOVE the documentation or this text file.
- b. You are NOT allowed to use this software or any part of it for any other purpose than that one mentioned in its documentation, this also includes any fonts, images or samples. If the developer(s) did NOT include the source code of the program(s) in this package you are NOT allowed to de-compile any part of it.

2. DISTRIBUTION =====

This package is freely distributable. That means you are allowed to re-distribute this package as long as you follow these points:

- a. Any re-distribution has to include all files in this archive, including this "AFD-COPYRIGHT" file, without any modifications. You are NOT allowed to add any files to the archive.
- b. This package may be freely distributed via BBSs, InterNet/UseNet, software libraries such as Fred Fish's and Aminet® CD-ROM, and other similar electronic channels.
- c. Disk magazines and services that charge extra for file transfers may NOT distribute it without written permission by the developer(s)!

3. DISCLAIMER =====

By using this product, you accept the FULL responsibility for any damage or loss that might occur through its use or the inability to use it. The developer(s) of the software and the author and the translators of this "Copyright Note" can NOT be held responsible.

IMPORTANT: The author and the translators of this "Copyright Note" do NOT give any guarantee for the quality and usefulness of ANY products that are subject to this note!!!

Some names used in this text are trademarks or registered trademarks. The use of these names does not imply that they are free.

4. RETURN SERVICE =====

"Freely distributable" only says that you do not have to pay for copying or redistributing the software. You are allowed to test this product for 30 days. If you like it and decide to use the product regularly, most of the developers want something in return for their efforts.

The documentation of this software contains one classification out of these:

- a. Freeware - You are allowed to use this software FREE.
- b. Mailware - You have to send the developer(s) a MESSAGE (by email or snailmail).
- c. Cardware - You have to send the developer(s) a POSTCARD.
- d. Donationware - You have to make a DONATION to an organization as stated in the documentation to this product.
- g. Giftware - You are requested to send the developer(s) a GIFT, for example:
 - some candy or
 - a package of disks or
 - a copy of a self-made program or
 - some money or
 - an Amiga 5000 PowerTower ;-)
- s. Shareware - You have to send the developer(s) the amount of MONEY demanded in the documentation.

5. DEVELOPERS INFORMATION =====

The concept of a "Standard-Licence" like this one has several advantages:

- You as a developer don't have to think about copyright stuff yourself. -
 - The users of your product have to read it only if they haven't done so before. - This document is available in several languages via Aminet®.
 - So you can be sure that the users have read it at least once and did understand it.
-

If you want to include "AFD-COPYRIGHT" (TM) in your own Amiga® FD-Software package you have to follow these rules:

a. Read this whole document carefully and make sure that you agree with the whole text WITHOUT ANY EXCEPTIONS.

(If you do not agree with it, do not use it! You are allowed to copy parts of it, but IF you do so, you MUST NOT use the names "AFD-COPYRIGHT" (TM) and "Standard Amiga FD-Software Copyright Note" (TM).)

b. Make sure that you use the following Default-Tools in the .info-files you are going to release:

- for ASCII texts: More
- for AmigaGuide® documents: AmigaGuide
- for AmigaOS scripts: IconX
- for ARexx scripts: RX
- for configuration files: Ed
- for Installer scripts: Installer
- for IFF-ILBM pictures: Display

(The idea of this rule was inspired by Osma "Tau" Ahvenlampi, Finland. It was included to set a standard. If someone does not use these tools (s)he has to make not more than one link per file type!)

c. Include a paragraph like the following in the manual to your product:

-----8<-----

This software is subject to the "Standard Amiga FD-Software Copyright Note".

It is <type_of_software> as defined in paragraph 4<x>. [...]

For more information please read "AFD-COPYRIGHT" (Version 1 or higher).

-----8<-----

Example:

This software is subject to the "Standard Amiga FD-Software Copyright Note".

It is SHAREWARE as defined in paragraph 4s.

If you like it and use it regularly please send \$15 to ...

For more information please read "AFD-COPYRIGHT" (Version 1 or higher).

d. You have to include this file called "AFD-COPYRIGHT" (TM) (English).

IF you include an AmigaGuide® hypertext documentation you can link it to

this file or include the whole text in the AmigaGuide® file just as

ieñò, èèè íeò?)

È áìò íù íàeäèíe ñí ñáíeé ñóäüáíé. \$ \times \$ òí äeèàòü? Í\$ \div \$ eíü ìðíñòí :) - ←
íóæíí
ñíçääòü ìðíäðàíííe íáeñíe\$ \div \$ eíèe, èíòíðíe ííáíeäeò é ííüíñòè íàøeò ìðíöeñ-
ñíðíá - ýòeèeòeäíúò è ýéííííe\$ \div \$ síúò. Íáíeí ñeíáíí - áúñòðúò.

È áìò íeðääÿ äeñòí\$ \div \$ èà - LightView.

\$ \times \$ òí ýòí? Ýòí ìðíñòí íeáíeüøÿ ìðíäðàííà, èíòíðäÿ ííeàçüääeò íáúeèòü ←
LightWave
òðáññeðóÿ eò á ðeäeüííí äðeíeíe. Hà\$ \div \$ äeüíáÿ eäeÿ áúeà èäe ðáñøeðeíeè é LW, íí
òeíeðü ííà íeðeðíñèà á íòäeèüíóð ìðíäðàííó. Hà ñáííí-ñáííí èííe\$ \div \$ sííí ýòäíe
ìðíäðàííeà ìðeäííeäääeòñÿ èäe óòeèeòà äeÿ áúñòðíáí eàòäeíäeòeèeðíááíeÿ (ÿñííe
äeèí, ýòí íe ðòññeíe ñeíáíí :) äàøeò óeüòðáíäðíííúò äeäeèíðeè íáúeèòíá. Ññíí,
\$ \div \$ òí ìðíäðàííà íäeéíüeäÿ è ìðíñòäÿ. Hí ýòí ìðíñòí íòíðäáíáÿ òí\$ \div \$ èà äeÿ íáñ
á ìðíeçáíáñòäe óòeèeò. Íü,
Humbug Mimetics
íe òíòeí íñòàíáäeèeäàòüñÿ íà
ýòíí, à æeèäeí ñíçääòü ííáíeüøe ííeçéíúò è (íääeéíñÿ) çàíe\$ \div \$ àòeèüíúò ìðíäðàíí.
Hí áü ííæeòe ìðí\$ \div \$ èòàòü è í
áóäóùeí
íàøeé ìðíäóéèeè.

Èäáíeíüèí, çàèíí\$ \div \$ èí æe íäeííeò ýòò äeäáó... Íðíñòí çàííóñòeòe LightView, è
áü áóäeòe èçóíeèíü (áí òíáí äðeíeíe, ííèà íí íe ííäeñíeò :).

Üeèéíeòe \$ \div \$ òíáú óçíàòü
òðeáíáäíeÿ
èèè äeÿ íçíàèííeèíeÿ ñ
áíçííæííñòÿíe
ìðíäðàííü LightView.

1.4 Requirements

Òðeáíáäíeÿ:

Ííääeðæèà AGA, Kickstart 3.0 èèè áüøe.

Áeäeèíðeèè: Reqttools.library á äeðeèòíðeè libs:

2 íeääääeòà RAM äeÿ ìðíñòúò íáúeèòíá. ðeèííeíäóeòñÿ èäe íeíeíòí 0.5 Íá FAST
RAM äeÿ ííeò\$ \div \$ eíeÿ ííðíàeüííe ñeííðíñòè ñ òàèèèè íáúeèòàíe, èäe íàíðeíeð, áñeí
èçæeñòíáÿ èíðíàà :), èíòíðäÿ ñíçääíá áíeèe \$ \div \$ eí èç 2000 ííeèäíííá.

1.5 Áíçííæííñòè

Light View ìðeäeäääeò:

- ííeàç íáúeèòíá LightWave (èíòíðíàòeÿ í äðóäeò áíçííæííúò òíðíàòàò á äeäæe
,

Áóäóùeè

')

- iíèàç íáúéèòíâ â ðàçèèè\div\$íúö ðæèìàö:

- òí\div\$èè,
- èèìèè (òìèñòúe, eñèè \$\div\$eñòíí),
- iðíñòíe íàèíæeíèe òeíeé (FLAT),
- íàèíæeíèe òeíe Z-Shade,
- íàèíæeíèe òeíeé Gouraud shading,
- iíäæèèèà íàèíæeíèè òeíeé Phong (çàèðàñèà),

- òðè ðæèìà ðàçâíðíòà iíèèâíííâ:

- íàðóæíàý ñòíðííà,
- âíóððeííý ñòíðííà,
- íáe ñòíðííú (ííííäæèò íeèíòíðúí èðèâí ñèííæèðèèðíââííúí íáúéèòàì),

- ñâíáíäííe íàñøàâæèðíââíèe è ðàçâíðíò íáúéèòà iðè iíííúè iúøè,

- äâðííàðèè\div\$eñèàý áíèìàöèý íáúéèòà (âðàùeíèe),

- iðèýðíúé iíèüçíâàðeèüñèèè èíðeððeéñ :),

- iíèíàý ííâíçàää\div\$ííñòü ñèñòeíú.

Éñòàðè, âí âðeíý çàâðóçèè íáúéèòà iðíâðâííà äâðííàðèè\div\$eñèè èçíeíýeð ðàçíeð íáúéèòà, \$\div\$òíáú íí iíäðíäèè äèý iðíâðâííú, è óââèýeð òàè íàçúââeíúe "ââíeíúe" äðâíe, èíòíðúe \$\div\$âñòí iíýâèýðòñý iíñèe èííæèðèèðíââíèè èç äðóâíâí òíðíàðà.

Äeíííñòðàðèèííàý âeðñèý èííe\div\$íí æ, èíeèò íeèíòíðúe

íâðâíèè\div\$eíèè

. Ííè íe

òàèèe áíèüøèe, íí ý äóíàð - èð äíñòàòí\div\$íí äèý òíâí, \$\div\$òíáú âñeðueç ←

ííâóíàðü

í

ðeâèñòðàðèèè

:

- äeíí-âeðñèý LightView ííæè çàâðóæàðü òíèüèí íáúéèòü, çàíèñàííúe â ñâíeí âíóððeííeí òíðíàðe (íí\div\$eíó âíeñòe ñ iðíâðâíííe è iíñòàâèýeðñý íeñèíèüèí íáúéèòíâ äèý äeíííñòðàðèèè.

Hâæpñü, \$\div\$òí ýòí làèeíúèíe íâðâíèè\div\$eíèe íáèeâ\div\$èò âàø øââ è

ðeâèñòðàðèèè

:).

1.6 Èññèüçíââíèe

1.7 Íøéáèè

Èçæñòíúe íøéáèè è íãðàíè\$ \div\$eíèÿ.

Äëÿ íà\$ \div\$àèà - íeò ííèííé ííäæðæèè ææèíèàðòí\$ \div\$eé (íðíñòí íè íáííé íe ←
èíeèí),
ííÿòííó ííëüçíààòeèè ñ èííòèäòàòèèè òèíà a3k/CGX äíèæíú íeíííáí ííäíæääòü.

Heò òàèæe çàùèòü íò ðeçèðæèðíàáíèÿ ÍÇÓ. Ìù ðeéííeíäóèí íe çàíóñèàòü íàóó
íðíãðàííó íðè ñòðàííúò ñèòóàòèÿò òèíà .5 Ìá ñáíáíáííé íàíÿòè. È íííÿòííe
æèèí, íäææää íà çàíóñè òíèüèí ñ íàíÿòüð chip òíæ íe ñàííe óíííe ðeøeíèe.

Èíeèòñÿ òðè :(íñííáíúò íøéáèè:

- íðíãðàííà æèñèò/ãðíòæòñÿ íà íeéíòíðúò íàøeíàð, íí ìù ííèà íe çíàèí \$ \div\$òí
èíeííí ÿæèÿeòñÿ íðè\$ \div\$eííé :) - èííääà ííííäæò çàíóñè èç cli,

- íðíãðàííà çàæèñàeò, èíääà áù íùòàeòeñü çãðóçèòü íáúeèò, ñíñòíÿùeè òíèüèí
èç òí\$ \div\$eé (íàíðèíeð, èàè RandomStars.lwob),

- íðíáèèà ñí ððeòòíí á íeíe èíóíðíàòèè, eñèè èñííèüçóeòñÿ øðeòò, íðèè\$ \div\$íúé
íò 'Topaz' .

Hàèáíèüøee íãðàíè\$ \div\$eíèe - íðíáèèà ñ èçíáðæeíèè íe òðeóáíèüíúò ííèèáííá,
òàè èàè ÿòà \$ \div\$àñòü íàòíäèòñÿ íà ñàííé ðàííéè ñòààèè ðàçæèèèÿ.

1.8 Ááòíðú

Ìðíãðàííèðíàáíèe (100% Àññèíáèèèð):

Paweí Jackowski (aka Hasid / Amnesty)

Èæeÿ, áðàòèèà, èèííèè, ðeòíè\$ \div\$eñèàÿ ííäæðæèà, äíèóíeíòàòèÿ:

Rafaí Kwaðny (aka C0manch3 / Amnesty)
èííòàèòíúé àäðeñ: c0manch3@friko.onet.pl

Ñíàñèáí: ìù íe áèääííààðèí íe äðóçeé :).

Ááòíð íeðeáíàà íà ðóññèèè ÿçúè:

Áàñèèèè Ñíèðííá (Bedazzle)
èííòàèòíúé àäðeñ: vassili@kma.ee

Íóæèèè! Áàààèòe íe áóæeí òàèàòü àñe ííäðÿä, ÍÈ?

1.9 Áóóóùee

Áóóóùee ÿòíé íðíãðàííú á íñííáííí á ààøeò ðóèàò - íáðàòíàÿ ñàÿçü, ←
ðeäèñòðàòèÿ

è iðíñòí HÅ éííèðíááíèè
 ðeäèñòðèðíááííé
 âèðñèè â èíðeðeñíúe ieñòà
 (òàèèè èàè Los Endos, Boondocks, alba.august....).

Íðíúe áíáíðÿ - eñèè âú æèèæeòe, \$÷\div\$òíáú ýòà iðíáðàíà ðàçæèääèañü, íe iðíñòí
 ííäæeðæèòe ee äeíüääìè, íí òàèæe çàáíòùòeñü è í ee ñíððáíííñòè.

Åñèè ýòí ñèó\$÷\div\$èòñÿ (ðáíúøe èèè ííçæe) è èòí-íeáóäü íàðøèò íàøè òðeáíááíèÿ,
 iú iðíñòí ííèèéíè ðúííè Àíeäè. Heò, íeò - iú íe óáeðeí èó ñ íàøèò ñòíèíâ, iú
 iðíñòí äeðíeíñÿ è eñòíeàí - áóæeí äeèàòù äeíü (ííä çíàèíí Amnesty...)
 ÒíËÜËí.

Hí ñ äðóáíé ñòíðííú, eñèè àñe ííeäeò ííðíàèüíí (ò.e. iú ñííæeí èóíèòù
 Óeððàðè ìðèíeðíí çà 3 íeñÿòà :), iú íe òíèüèí iðíáíèæeí ðááíòó ñ iðíáðàííé,
 íí òàèæe çàèíí\$÷\div\$èí (ää, ííè óæe íà\$÷\div\$àòù!) äðóäèe.

\$÷\times\$òíáú èíeòù äàðáíòèè, iú ðeøèèè, \$÷\div\$òí èàæüé ðeäèñòðèðíááííúé ←
 ííèüçíáàðeüü
 ííèó\$÷\div\$èò óíèèèèüíóþ éííèþ LightView
 çàùèèèííóþ
 òèòðíóíííí
 ñííñíáíí. Ìeòíà íáíàðóæeíèÿ 'óòe\$÷\div\$èè' iðàèòèè\$÷\div\$eñèè 100% (ííñíeèòeñü íàä ←
 íàèè,
 òàèèèðù).

Óíðíðí, ííæeò ñòíèò ñèàçàòù íeñèíèüèí ñèíâ í áóäòùèí:

- ííäæeðæèà RTG/Cybergraphics,
- òæeòíúe ííæeððííñòè,
- äàðííàðèè\$÷\div\$eñèèÿ íðèeíòàòèÿ äðáíeé,
- ííäæeðæèà PowerPC,
- ñ\$÷\div\$eò\$÷\div\$èè FPS :),
- ííáúe òíðíàòù íáúeèòíâ (Imagine, Maxon Cinema, àñe \$÷\div\$òí ííæeèæeòe),
- çàòeííeíèè Phong òí\$÷\div\$íí íí íàðàíeòðó Specular èç LightWave,
- çàèðàñèèà òeèñòóð èàè â LightWave,
- iðíðèñíáèèà áóäðíâ (bump mapping), èàè â LightWave,
- iðíçðà\$÷\div\$íúe ííæeððííñòè (060+ :),
- ííäæeðæèà AREXX,
- ííäæeðæèà FPU,
- ðàçèè\$÷\div\$íúe äðàòèè\$÷\div\$eñèèè ðæèíü (íí òíèüèí íèçèíáí ðàçðeøeíèÿ),

Èàè àeèèòe, íàññà òíáí, \$÷\div\$òí íóæíí ñæeèàòù (íe áíáíðÿ í ááááò :). Ýòí òàèæe
 çààèñèò ìò ààøeò ìðèèèèíâ, èàèèè èçíeíeíèÿ áóäòó ñæeèáíü â íeðáóþ í\$÷\div\$eðeäü.

èèè:

c0manch3@friko.onet.pl ñ íàäièñüp [LightView] â iîëe subject

Äà, íeëíòíðùe íiëÿèè (íñíáeííí ýòè ìðíeëÿòùe äóðàèè èç ìðààèèèèüñòàà) èieðò òeíäeíòèð áíáíðèèü, \$÷div\$òí Ìiëüà - \$÷div\$àñòü Åäðííü. Ýòí ìðeáðàùàeòñÿ á áíëüøòð èíæü, èíääà ìü áíáíðèè ì òàèíé ìðíñòíé àeùè, èàè ìeðeáíä àeíeã.

Heò eííé áíçlíæííñòè ìeðeñèàòü ìíe àeíüàè, èðííe èàè ìí ìí\$÷div\$òe, è ìeðeñèàòü íàèè\$÷div\$íüìè. Äü ìíæeòe íe ñíáèààòüñÿ ìèàòèèü ìí ìí\$÷div\$òe, áíáíðÿ \$÷div\$òí ← ýòíð ìóòü íeíääèæeí. Hí äëÿ ìeíÿ ýòí eàèíñòàeííüé ìóòü.

Äñèè áü ìeðeñüèàeòe àeíüàè á èííáeðòe, íàèèó\$÷div\$øéé ìóòü - ýòí ìðèèðòüü àeíüàè òíëüáíé, èèè eùe \$÷div\$eí-íeáóäü íeíðíçðà\$÷div\$íüì. Äü æ çíàeòe - ìí\$÷div\$òàèüííü ← òíæ èðàè :(

Èàè áíáíðèèíñü ðáíee, èàæäüé ðeãèñòèðíááííüé ìíëüçíáàòeèü ìíèó\$÷div\$èò ñáíð óíèèèèüíóð èíèèð ìðíáðáííü. Äüè ðàç ìíáòíð, \$÷div\$òí íe ñòíèò ààààòü ee äðóãè èðäÿì èèè ìíëeùàòü íà FTP. Ó íàñ äëÿ ýòèð èèèè eñòü àeíí-àeðñèÿ.